**Explanation of scripts**

1. **Validation and form requirement**

function submitIt (project) {

var re = /^\w+\s\w+$/

var re2 = /^\w+([\.\_-]?\w+)\*@\w+([\.-]?\w+)\*(\.\w{2,4})+$/

This variable is requirement for having a valid full name and email address

if (!re.test(project.txtname.value)){

alert ("Type your first name and last name please.");

project.txtname.focus();

project.textname.select();

return false;

}

This if statement is to show the alert box if the name is not filled with a correct format that provided in the var above and it will select and refocus to the name section.

if (!re2.test(project.txtemail.value)){

alert ("Invalid email address");

project.txtemail.focus();

project.txtemail.select();

return false;

}

This if statement is to show the alert box if the email address is not filled with a correct format that provided in the var above and it will select and refocus to the email section.

if(project.txtartist.value == "") {

alert("Please provide artist name");

project.txtartist.focus();

project.txtartist.select();

return false;

}

This if statement is to show the alert box if the artist is not filled with information and it will select and refocus to the artist section.

if(project.txtalbum.value == "") {

alert("Please provide album name");

project.txtalbum.focus();

project.txtalbum.select();

return false;

}

This if statement is to show the alert box if the album is not filled with information and it will select and refocus to the album section.

if(project.txtcomments.value == "") {

alert("Please provide comments");

project.txtcomments.focus();

project.txtcomments.select();

return false;

}

This if statement is to show the alert box if the comment is not filled with information and it will select and refocus to the comment section.

alert ("Thank you, " + project.txtname.value + "!");

return true;

}

If all the if statements in this function are filled with the correct requirement then it will return true and submit the form while showing the thank you alert box.

1. **Confirmation dialog box**

The function below is for validating the form by showing the information that the user filled in inside the alert box and if the user confirm it then it will goes to the thank you alert box. However, if the user cancel the validation the user can adjust their answer as the information will remain on the form as it return false. The confirm() will displays a prompt and returns true or false based on what the user decided

function validate (project) {

var result = document.getElementById("project").value;

if (confirm("Your name: " + txtname.value +

"\nEmail address: " + txtemail.value +

"\nArtist: " + txtartist.value +

"\nSong or Album: " + txtalbum.value +

"\nComments: " + txtcomments.value +

"\nDo you really want to submit the form?")){

}

else {

return false;

}

}

1. **Image Gallery**

**HTML**

<div id="imageGalley">

<img id="mainImg" src="images/product/linkin.jpg" height="295px" width="291px" style="border: 3px solid black" />

<br/>

<div id="myDiv" onclick="changeImage(event)">

<img class="imgStyle" src="images/product/linkin.jpg" />

<img class="imgStyle" src="images/product/mary.jpg" />

<img class="imgStyle" src="images/product/amy.jpg" />

<img class="imgStyle" src="images/product/kanye.jpg" />

</div>

</div>

This HTML code is for creating a template of how big the image gallery should be.

**JavaScript**

function changeImage (event) { This function is going to pass “event” object.

event = event || window.event; For compatibility of IE browser

var targetElement = event.target || event.srcElement;

Click event at the div element level now this target property is going to return as a reference to the HTML element on which the actual click event occured. The click event is going to happen on the individual thumbnail image elements to get the image element on which that click event actually occured by using the target property so the target element is going to contain the image element.

if (targetElement.tagName == "IMG") {

document.getElementById("mainImg").src = targetElement.getAttribute("src");

}

}

This is to retrieve the source attribute value of the thumbnail and then set that as the source for the main image element which is the biggest picture.

1. **Canvas element**

**HTML**

<canvas id="myCanvas" height=200 width=200 style="border: 1px solid black"></canvas>

**JavaScript**

window.addEventListener("load", function(){

var c = document.getElementById("myCanvas"); Create var by get element id in html

var ctx = c.getContext("2d"); Create a two dimensional context

ctx.beginPath(); The start path

ctx.moveTo(100,0); Move the object from x = 100px.

ctx.lineTo(100,200);

ctx.stroke();

function drawCircle(x){ Create the red circle

ctx.beginPath();

ctx.arc(x,100,10,0,2\*Math.PI); Create a curve of the circle

ctx.fillStyle="red"; Make the circle colour to red

ctx.fill();

}

var x = 0;

setInterval(function(){

ctx.clearRect(0,0,200,200);

The method to set the pixels in rectangular area. (x,y,canvas.width, canvas.height)

drawCircle(x%200);

x++;

}, 25);

});

1. **Show and hide effect**

jQuery(document).ready(function() {

$('.story') // Filter: .stories

.find('.news') // Filter: .stories .news

.hide() // Hide all

.end() // End current filter

.find('.title') // Filter: .stories .title

.click( function(){ // Set the onclick action

$(this).siblings('.news') // Filter: .stories .news (sibling of .title)

.slideToggle(); // Toggle visibility

});

});

This code will find every **.story** class and toggle the visibility of the **.news** content when the **.title** is clicked

**P.S.All the resources are noted inside every single JavaScript file.**